XBOX 360
KINECT
DRAGON BALL Z
FOR KINECT™
BANDAI

WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to **www.xbox.com/support** or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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★ Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

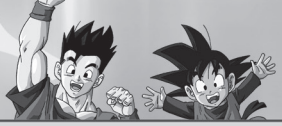
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

How to Get Help with KINECT

LEARN MORE ON XBOX.COM

To find more information about KINECT, including tutorials, go to **www.xbox.com/support**.

★ Controls



★ Menu Controls ★

NAVIGATE MENU	Move your right hand
SELECT MENU ITEM	Hold your right hand over a menu selection and move it to the left
PREVIOUS SCREEN	Hold your left hand over the Return selection and move it to the right

★ Fight Controls – In Melee Range ★

JAB	Move your arm forward
HOOK	Swing your arm from the side toward your body
UPPERCUT	Swing your arm upward
SMASH CHARGE	Bend your elbow and hold your arm up
SMASH PUNCH	Move your arm forward after a Smash Charge
FRONT KICK	Swing your leg forward
SIDE KICK	Sweep your leg across your body
FRONT SWAY	Bend your upper torso forward
BACK SWAY	Bend your upper torso backward

★ Fight Controls – In Blast Range ★

KI BLAST	Move your arm forward
DEFLECT KI BLAST	Hold your arm across your chest and swing it outward
SMASH CHARGE	Bend your elbow and hold your arm up
SMASH KI BLAST	Move your arm forward after a Smash Charge

★ Fight Controls – Shared ★

GUARD	Hold both of your arms in front of your head
CHARGE KI	Bend your knees and hold your hands near your hips
ESCAPE/APPROACH	Jump up or stand straight up from a squat position
LEFT SWAY	Lean to the left
RIGHT SWAY	Lean to the right

★ Main Menu

Story Mode

Experience classic Dragon Ball Z storylines and events. Only the Saiyan Saga Story is available at first, but more chapters unlock as you complete each story segment.

***NOTE:** You can skip certain cut-scenes by raising your right hand.

TUTORIAL
Select this option to play through the battle tutorials.

Score Attack

Select your character and compete for the high score and replay any battles you have unlocked in Story Mode. You can unlock additional characters by playing through Story Mode or scanning special QR code cards.

Card Reader

Load new characters or power-up existing characters by scanning special QR code cards that can be used in Story Mode or Score Attack.

Achievements

View Achievements.

Options

Adjust various settings. For more information please see the Options section of the manual.

Special Movie

Watch a special movie.

★ Pause Menu

To pause the game, perform the Guide Gesture, or move outside of the view of the KINECT sensor.

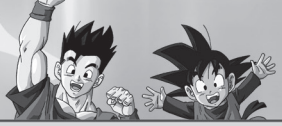
KINECT GUIDE
Open the Kinect Guide when you need assistance troubleshooting the KINECT sensor.

RESTART
Restart the current fight from the beginning.

RETURN TO STAGE SELECT
Exit the current battle and return to the Stage Select menu.

RETURN
Select this option with your left hand and resume the fight currently in progress.

★ Game Screen



PLAYER HEALTH
This gauge displays your current character's health. When the health gauge reaches zero, your character is knocked out and you must start over.

ENEMY HEALTH
This gauge displays your enemy's health. Use your attacks to whittle down the opponent's health and when the gauge reaches zero, you've won the battle.

KI GAUGE
The Ki Gauge shows your current Ki level. Charge your Ki to unleash powerful special attacks and counter your opponent's special attacks without taking damage.

ASSAULT GAUGE
Unleash a series of rapid of punches and kicks to fill your Assault Gauge. When your Assault Gauge is full, you can perform an Assault Combo.

SCOUTER
The Scouter display in the upper-right corner shows an outline of your body as the KINECT sensor sees you. Stay within its view so the sensor can read your attacks. If you move outside of the view of the KINECT sensor, then follow the prompts displayed inside the Scouter to return to normal gameplay.

SCORE
This number is your current score. You receive bonus points based on your performance at the end of the battle.

COMBO COUNTER
Your current combo is displayed in the upper-left corner of the screen. The combo counter increases with each uninterrupted hit you land.

★ Playing The Game

Melee Range

You are within Melee Range when you are in close proximity to your opponent.

JAB
Thrust your hand forward. Repeat with each hand for a rapid furry of punches.

HOOK
Swing your hand across your body.

UPPERCUT
Swing your hand in an upward motion.

CHARGE
Hold your arm to your side and bend your elbow so your fist points upward. Thrust your hand forward after charging to execute a Smash Attack.

FRONT KICK
Kick your leg out in front of you. Kicking also closes the distance between you and your opponent.

SIDE KICK
Swing your leg across your body.

SWAY
Lean your upper body forward, backward, or to either side to dodge incoming attacks.

GUARD (MELEE AND BLAST RANGE)
Hold your arms up over your face to guard incoming attacks.

CHARGE KI (MELEE AND BLAST RANGE)
Place both hands near your hips and squat down to charge your Ki Gauge.

ESCAPE/APPROACH (MELEE AND BLAST RANGE)
Jump up or stand from a squatting position.

Blast Range

When you are outside of Melee Range, your attacks become powerful Ki blasts.

KI BLAST
Thrust your hand forward. Repeat with each hand to fire a barrage of blasts.

DEFLECT KI BLAST
As an enemy Ki Blast approaches, swing your arm away from your body to deflect to shot.

SMASH CHARGE
Hold your arm to your side and bend you elbow so your fist points upward. Thrust your hand forward after charging to fire a Smash Ki Blast. You cannot guard against a Smash Ki Blast.

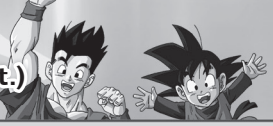
SWAY
Lean your upper body left or right to dodge incoming Smash Ki Blasts. Sway gestures cannot be performed in rapid succession.

Knockback Combo

Strike your enemy with a Smash Attack to begin a Knockback Combo. After the first hit, four different gestures appear on screen. Perform one of the displayed gestures quickly to initiate the next attack in the combo. Knockback Combos can have up to four hits added, but the input window gets shorter with stronger enemies. Choose quickly, or you can fail the combo and allow the enemy to land a counterattack.

If you are hit with an enemy's Smash Attack, four different gestures appear on screen. Perform one of them in time to dodge the blow and counterattack.

***NOTE:** If you see a red circle with a line through it over one of the gestures, that move is "forbidden" and cannot be performed.



Assault Combo

Unleash a series of quick punches and kicks while in Melee Range to fill your Assault Gauge. When the Assault Gauge is full, you have the opportunity to perform an Assault Combo. Continue punching and kicking your opponent to refill the bar and continue the combo. If your Assault Gauge is not filled in time, the opponent is able to perform a counterattack.

If your opponent fills their Assault Gauge and catches you in an Assault Combo, perform the gestures displayed on-screen to fill your bar for a counterattack.

Escape & Approach

Jumping while in Melee Range allows you to perform an Escape Attack. After jumping, perform a rapid series of punch gestures to fill your attack meter. Your character successfully performs the Escape Attack once the meter is full.

Jumping while in Blast Range enables you to perform an Approach Attack. After jumping, a gesture is displayed on the left and right sides of the screen. Successfully perform one of these gestures to complete the attack. If you fail, the enemy will perform a counterattack.

If the enemy performs an Escape or Approach Attack, perform a quick series of punches and kicks to fill your meter. Fill the meter in time and you may perform a counterattack.

***NOTE:** Escape and Approach Attacks consume Ki when used.

Super Attacks

Super Attacks require Ki to execute. To charge your Ki, perform special attack gestures or, place both of your hands near your hips and squat down. Hold this gesture to fill the Ki Gauge until you have enough energy for a Super Attack.

Super Attacks are different for each character, so follow the gestures on the left side of the screen near the Ki Gauge to perform the move. Once initiated, follow the motions of the character to finish the attack. The more accurately you match the motion of your character, the more damage the Super Attack dishes out.

If your opponent attempts to counter your Super Attack, follow the on-screen gestures to fill up your gauge and successfully land your attack.

When hit by an enemy's Super Attack, you can opt to Guard, Evade, or Intercept by following one of the three gestures displayed on-screen.

GUARD
Guarding a Super Attack does not consume Ki and reduces the amount of damage taken from the enemy. It is a means of defense that is always available.

EVADE
Evading consumes 25% of a full Ki Gauge and you do not take damage from the opponent's Super Attack.

INTERCEPT
Intercepting an opponent's Super Attack requires half of your Ki Gauge. Unleash a series of rapid punch and kick gestures to fill your meter. If successful, your opponent is hit with a counterattack and you do not receive any damage.

★ Card Reader

It is possible to unlock new characters for use in Score Attack mode or power-up existing characters using the QR reader feature.

Reading Codes

Select the Card Reader option from the Main Menu to display the QR code input screen. Hold your QR card up to the KINECT sensor and move the QR code within the orange box in the center of the screen. When successful, the information for the new character or power-up appears on the screen.

To return to the previous screen, select Return with your left hand.

Creating a Fusion

Fusion codes let you to combine two QR codes to unlock more characters. When the QR reader verifies a fusion code, a new screen appears prompting you to hold up another QR code to be read. Follow the same procedure for the second QR code. When it is successfully read, a new character appears and follows the same processes as a normal character unlock.

To cancel the fusion process, select CANCEL with your left hand.

★ Options

DIFFICULTY
Choose between Easy, Normal, and Hard difficulties.

EASY: Game balanced for casual play.
NORMAL: Game balanced for a moderately stimulating challenge.
HARD: Game balanced for a brutal fight.

RESET POWER-UP CARD
Removes the currently loaded Power-Up QR code. This option is locked until you scan your first Power-Up QR code with the Card Reader, found on the Main Menu.

BRIGHTNESS
Set the screen brightness from 1 (darkest) to 5 (brightest).

BGM VOLUME
Adjust the background music volume from 0 (off) to 5 (loudest). This option controls all volume levels for the Special Movie.

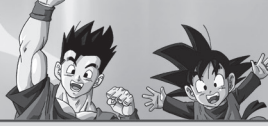
SOUND EFFECTS VOLUME
Set the sound effect volume from 0 (off) to 5 (loudest).

VOICE VOLUME
Adjust the in-game voices volume from 0 (off) to 5 (loudest).

VOICE LANGUAGE
Choose between English and Japanese voice acting.

***NOTE:** Changing the Voice Language does not effect the Special Movie. It is only available with Japanese voice acting.

★ Credits



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